WHEEL of FORTUNE ®

INSTRUCTION BOOKLET

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CONTROL STICK

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

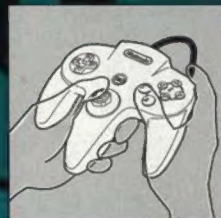To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press start while holding the L and R Buttons.
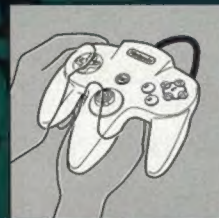
The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

WE RECOMMEND POSITIONS "A" OR "C" FOR THIS GAME.
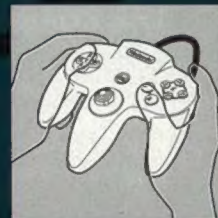
A   B   C

WHEEL OF FORTUNE® Manual

INTRODUCTION

Wheel of Fortune® for the N64 is based on the television show, where three contestants compete to solve word puzzles in order to win cash and prizes. You must try and solve the puzzle gaining as much money as possible, while avoiding the dreaded bankrupt and lose a turn wedges on the wheel.

THE WHEEL

The wheel is made up of 24 wedges. If you spin and land on the a cash prize wedge, the amount on the wedge will be multiplied by how many times the letter chosen comes up in the puzzle, however, you will only receive the money in your bank if you correctly solve the puzzle. In the third round a $10,000 prize will be placed on the wheel and earned only if you pick a letter that appears in the puzzle and solve the puzzle correctly. This $10,000 prize will only appear once and once someone lands on it, it will be removed from the wheel. When you land on "Lose a Turn" you will lose the chance to spin and the next player will spin. If you land on the "Bankrupt" wedge you will lose all of the money you have in your bank and lose your turn allowing the next player to spin. A "Free Spin" disc may be included on one of the wedges, once you land on this you will acquire a free spin if you choose a letter that is in the puzzle, however, you will not be awarded the money under the free spin disc.

THE BOARD

The board consists of green squares that will turn gray for each letter that is in the puzzle. If you choose a letter during the game that is in the puzzle the gray square will light up and Vanna will reveal the letter.

"START" Button -Starts Game

"R" Button - Forwards through puzzle

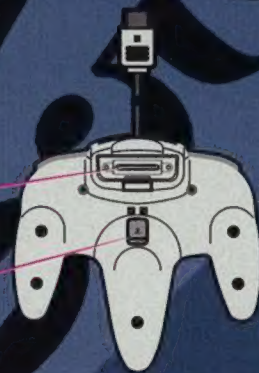"L" Button - reverses through puzzle

"A" Button - Selects

"CONTROL STICK" - Spins Wheel, moves cursor/ highlights

"CONTROL PAD" - Moves Cursor/Highlights

Rumble Pak insert slot

"Z" BUTTON - Selects

STARTING THE GAME

Insert Game Pak into the N64 Control Deck and move the power switch to ON. Press the START button at any time during the demo begin the game.

Note If using the Rumble Pak, be sure to insert the pak before turning on the game, otherwise it will not be activated.

MENU OPTIONS

At the menu options screen you will be able to customize your settings to personalize your game. The three below options will allow you to begin the game, change your player status and determine your game difficulty. Use your up and down arrow keys on the control pad to highlight the option and press the "Z" or "A" button to select.
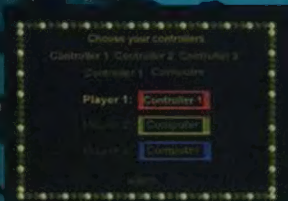
ON WITH THE SHOW

"On with the show" will allow you to start your game. Press the "Z" or "A" button to select and begin playing.

CHANGE PLAYER INFORMATION

"Change Player Information" will let you determine whether your players will be computer or human, which controller your players will occupy and what character you wish to play. Use the up and down arrow keys on the control pad to scroll through the players, once you have highlighted the desired player you wish to change the status of, use the left or right arrow keys on the control pad to toggle between computer and controllers 1-4.

NOTE Although the maximum number of players is 3, you can use "Change Player Information" to make a controller active through the fourth controller plug.

Use the up and down arrow keys to highlight "DONE" and press the "Z" or "A" button to select, this action will prompt you to a screen where you can choose your players. Use the left and right arrow keys on the control pad to select which player you would like to portray. Once you have the player highlighted, press the "Z" or "A" button to highlight "DONE" and press the "Z" or "A" button again to return to the "Main Menu".

SET SKILL LEVEL

"Set Skill Level" will allow you to determine how difficult your game will be. Use the left and right arrows on the control pad to toggle through EASY, AVERAGE and HARD levels. Once you have the desired level highlighted press the "Z" or "A" button to highlight "DONE" and press the "Z" or "A" button once more to return to the main menu.

PLAYING THE GAME

After you have selected "On with the Show from the main menu, you will be brought to the main playing screen. Use the control stick or control pad to select whether you would like to spin, solve, or buy a vowel. Once you have highlighted your choice, press the "Z" or "A" button to select the action.

SPIN

Highlight "Spin" from the choice screen at the bottom left side of the set by moving the control pad or control stick to highlight and pressing the "Z" or "A" button to select. To spin the wheel, move the control stick to the right and release. The speed in which you move the control stick determines the speed the wheel will spin. Select a letter by moving the control stick or control pad to the desired letter and press the trigger "Z" or "A" button to select.

BUY A VOWEL

Select "Buy" from the choice screen at the bottom left side of the set by moving the control pad or control stick to highlight and press the "Z" or "A" button to select.. Select your vowel by moving the control stick to the desired letter and press the "Z" or "A" button to select.
NOTE Just like the TV show, Wheel of Fortune© N64 will not allow you to buy a vowel if you do not have the $250 required to purchase one. If you try and purchase a vowel without enough money in the bank you will automatically lose your turn.

SOLVE

Select "Solve" from the choice screen at the bottom left side of the set by moving the control pad or control stick to highlight and press the "Z" or "A" button to select. The cursor will light up the first unsolved space in the puzzle. Highlight the desired letter you want to place and select it by pressing the "Z" or "A" button to select. Repeat until you have finished filling in the puzzle.
If you have made a mistake along the way, you can use the "L" or "B" button to reverse and the "R" button to move forward through the puzzle. If only vowels are left in the puzzle, the buzzer will go off and you will have to try and solve the puzzle unless you wish to buy a vowel.

FREE SPIN

"Free Spin" can be used when you have been given the "Free Spin" disc. You are allowed to use this free spin disc only when you have: picked a letter that is already or not in the puzzle, hit the bankrupt or lose a turn wedges or tried to solve the puzzle incorrectly and wish to spin again. Highlight "Free Spin" by using the up and down arrows on the control pad and press "Z" or "A" button to select.
This action will prompt you to the wheel and normal play of the game continues.

JACKPOT ROUND

The third round in the game is the "Jackpot Round". The Jackpot starts at $5,000 and will increase with the amount of each spin. You will only receive the jackpot amount if you land on the jackpot wedge, correctly choose letters in the puzzle and solve the puzzle correctly, all of which must be done in the same turn.
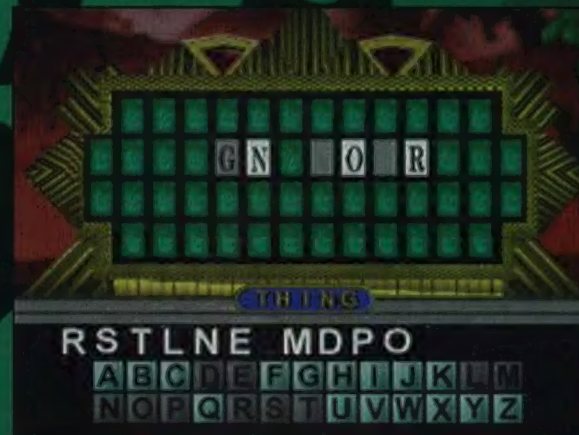

SPEED-UP ROUND

Wheel of Fortune® is a timed game, if time is running short the speed-up round will be in effect. Vanna will give one final spin to the wheel and each contestant will have 5 seconds to choose a letter and/or try to solve the puzzle.
The same cash rules apply when playing the speed-up round. For every letter that appears in the puzzle you will get the amount that the wheel landed on, however, you will neither win or lose cash when choosing a vowel.

The speed-up round will also serve as a tie-breaker and will begin when two players have tied, allowing one of the players to solve the puzzle and win.

BONUS ROUND

During this round the board will automatically reveal the consonants RSTLN and the vowel E. Select an additional three consonants and one vowel by highlighting the desired letters with the control stick or control pad and press the "Z" or "A" button to select.
Your choices do not have to be in any particular order and a buzzer will go off if you try to pick too many consonants (and/or) vowels. After all chosen letters have been picked the board will reveal the letters chosen that are in the puzzle. The cursor will light up the first unsolved space in the puzzle. Highlight the desired letter you want to place with the control stick or control pad and select it by pressing the "Z" or "A" button. Repeat until you have finished filling in the puzzle.

For a little variety, Wheel of Fortune® for the N64 contains 34 categories. Below is a list and explanation of the categories that you might see.

Phrase-	A common saying
Person/People-	A certain type of person(s), group(s), not a proper name
Proper Name-	A specific person
Title-	Names of plays, movies, TV shows, books, songs, etc.
Landmark-	A popular object on land
Place(s)-	Name of a city, state, country, or location
Thing(s)-	Anything animal, vegetable, mineral or spiritual
Quotation-	A widely known statement or a familiar excerpt
Event(s)-	A happening
Headline-	A new title or familiar caption
Showbiz-	Person, place or thing involved in entertainment
Classic TV-	Characters, stars or titles from classic shows during the 50's, 60's, & 70's
Occupation-	A profession
Husband & Wife-	Famous couples
Family-	Members of a family
Star & Role-	Famous actor/actress and the role they portrayed
Fictional Characters-	Cartoon, television and literary characters
Nickname-	Another name for real people, places or things
Title/Author-	Title of a book, play or story and the author of who it was written by
Artist or Composer/Song-	Singer, musician or composer and a song associated with them
Show/Song-	Musical, Movie, or television program and a song associated with it
The Sixties-	Events, people or well-known facts that happened in the 60's
The Seventies-	Events, people or well-known facts that happened in the 70's
The Eighties-	Events, people or well-known facts that happened in the 80's
The Nineties-	Events, people or well-known facts that happened in the 90's

Same Name-	Multiple puzzles that share the last word. EXAMPLE: JENNI AND HALF NELSON
Before & After-	Multiple puzzles that have the middle word(s) in common. EXAMPLE: JUSTIN FOSTER CHILD

GameTek Technical Support

If you have technical difficulties with this or any GameTek product, you can reach our Customer Service/Technical support Group at the following numbers.

Phone: 1-910-222-5190
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OR you can write to:

GameTek Technical Support Center
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Burlington, NC 27215
Attn: GameTek Technical Support

If you have a modem, you can reach us at the following:

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